

MSG-079 C-BML Workshop

Farnborough UK, Feb 24-25 2010

Coalition Battle Management Language Goals and Objectives



MSG-048

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MSG 048 - Objectives

- A. Evaluate the available specification of a Coalition BML (from Simulation Interoperability Standards Organization (SISO) or Nations)
- B. Assess operational benefits to C2 and M&S communities

In order to support these objectives, the program is divided in four parts

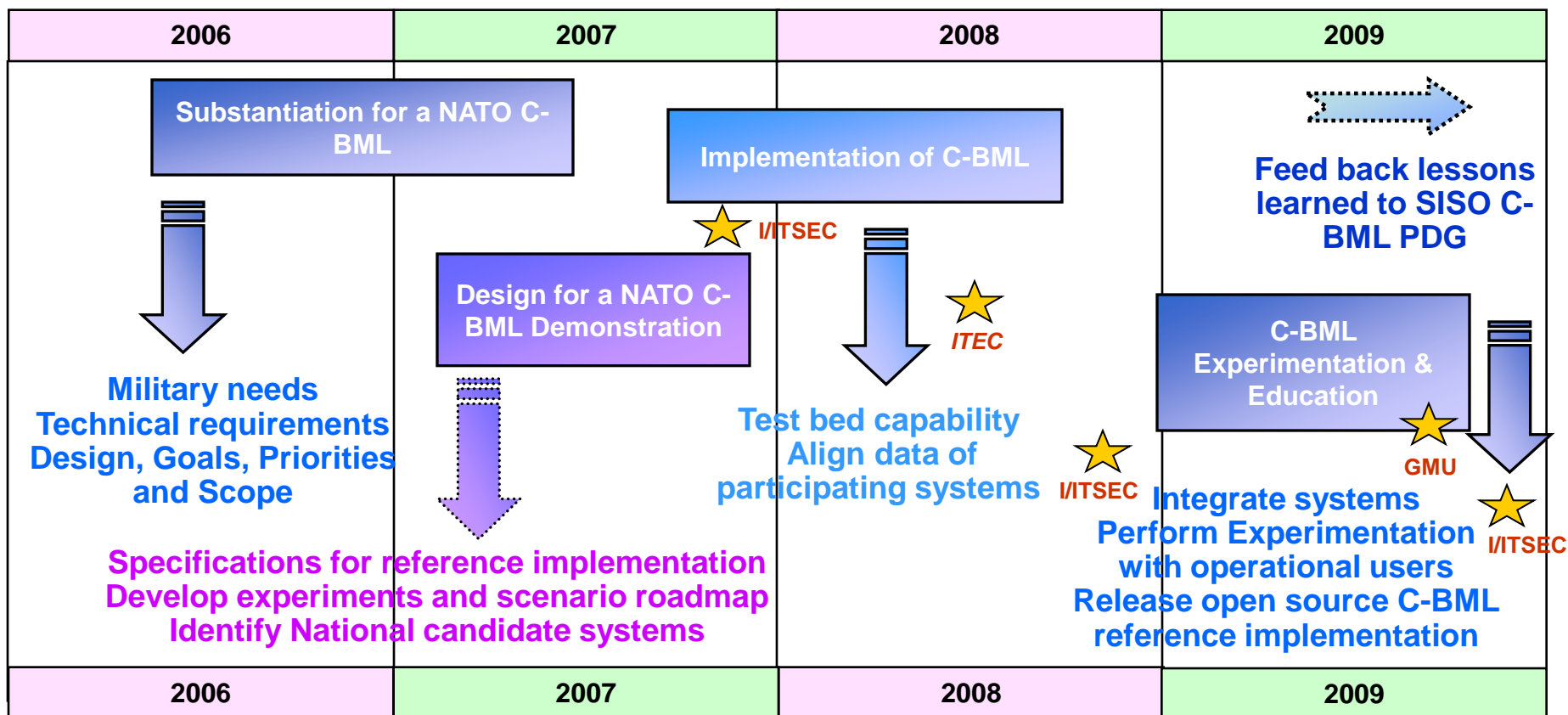
1. Substantiation of the requirements for NATO C-BML
2. Design for a NATO C-BML demonstration
3. Implementation of C-BML interface standard in C2 and M&S systems and services
4. Conduct experimentation and assessments and provide a final demonstration

Background

Strong support from RTA/NMSG

- **ET-016** started in 2005 - Demonstrated BML technical feasibility, showed benefits to NATO bodies and gathered additional Nations
- **MSG-048** started in 2006 – High expectations from nations to leverage national studies on C2-simulation interoperability and standardization
- **SISO** C-BML PDG started in 2006 – Development of a standard for BML

MSG 048 - Planning

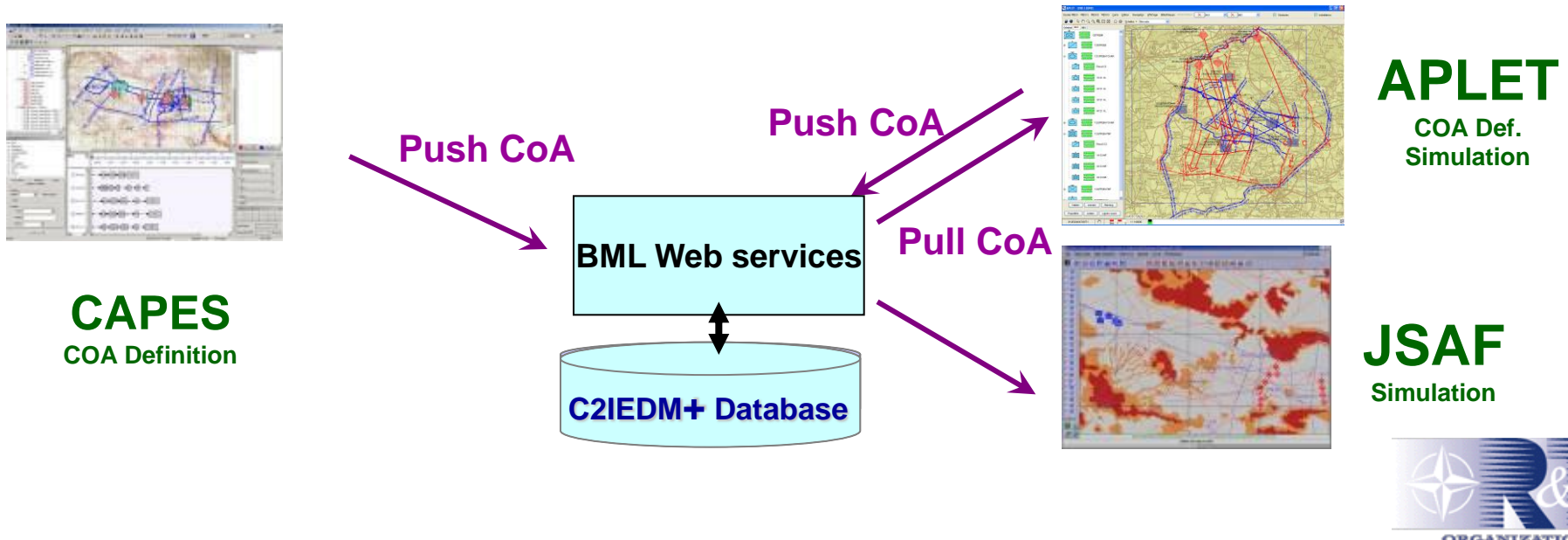


MSG 048 - Achievements

- Share knowledge, experience and advertize
 - IITSEC 2007, 2008 and 2009 technical demonstration in NATO booth
- Perform operational assessment
 - Conduct 2009 experimentation involving military SMEs
 - Demonstrate the efficiency of C-BML with multiple C2 & simulations
 - Collect via MOM & MOP end users required improvements
- Provide information and education on NATO C-BML
 - Conduct a 2010 NMSG symposium/workshop

ET 016 – Demonstration (2005)

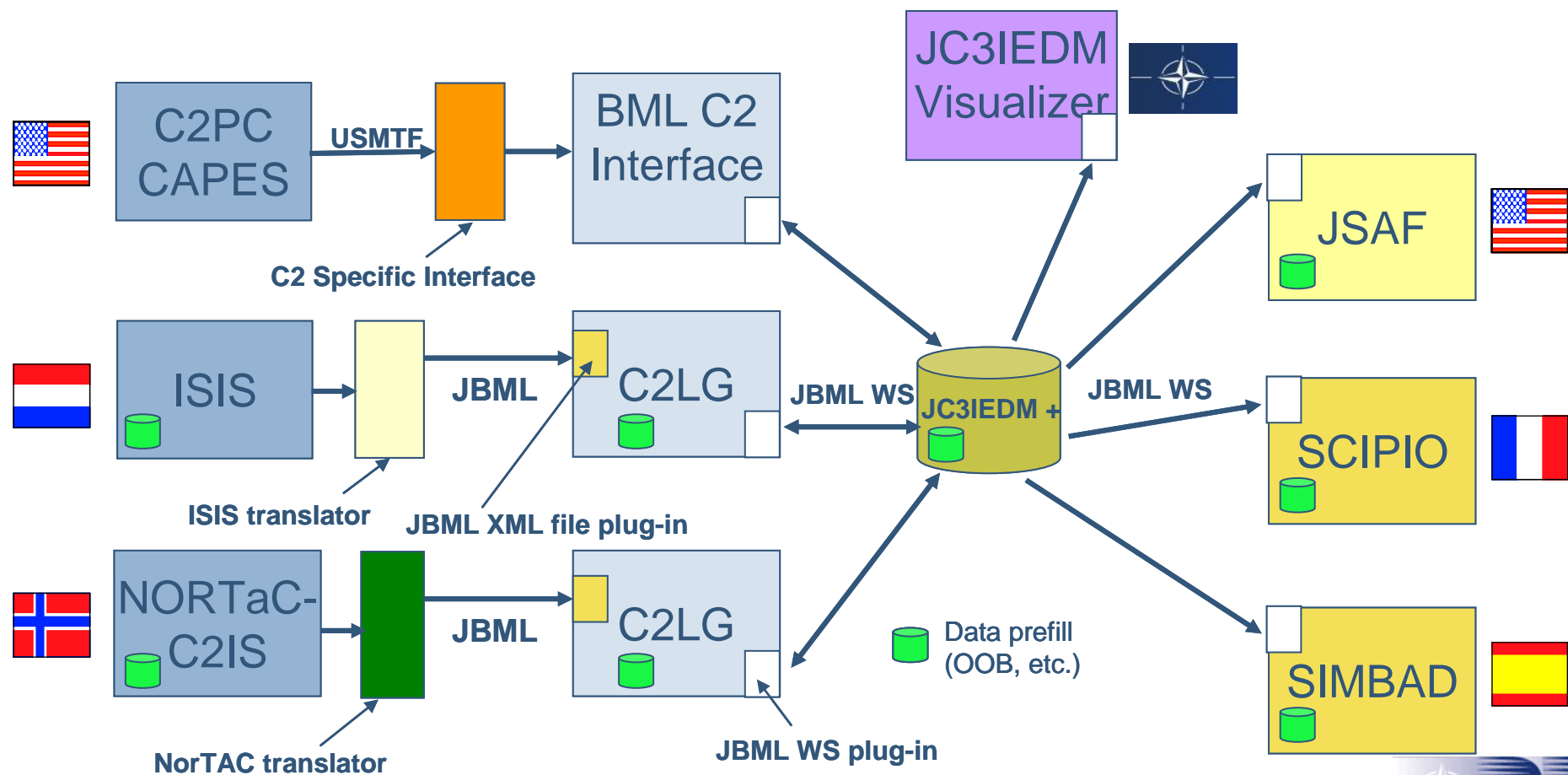
- Demonstrate the feasibility of a C2IEDM Web Services interface between national C2IS and M&S systems
- Identify limitations of current standards that must be addressed by MSG-048
- Build experience to help structure MSG-048



MSG 048 - 2007 Experiment Objectives

- Demonstrate C2-Sim interoperability
 - 8 systems/components (from 5 different Nations)
 - Parallel work orchestrated through the use of JBML
- Show simulated units can be commanded directly
 - The commander (or the operator of his C2 system) requires NO knowledge about the simulation system
- Demonstrate the potential of C-BML
 - Easy to expand and to adjust to new kinds of tasks

MSG 048 - 2007 Experiment Architecture



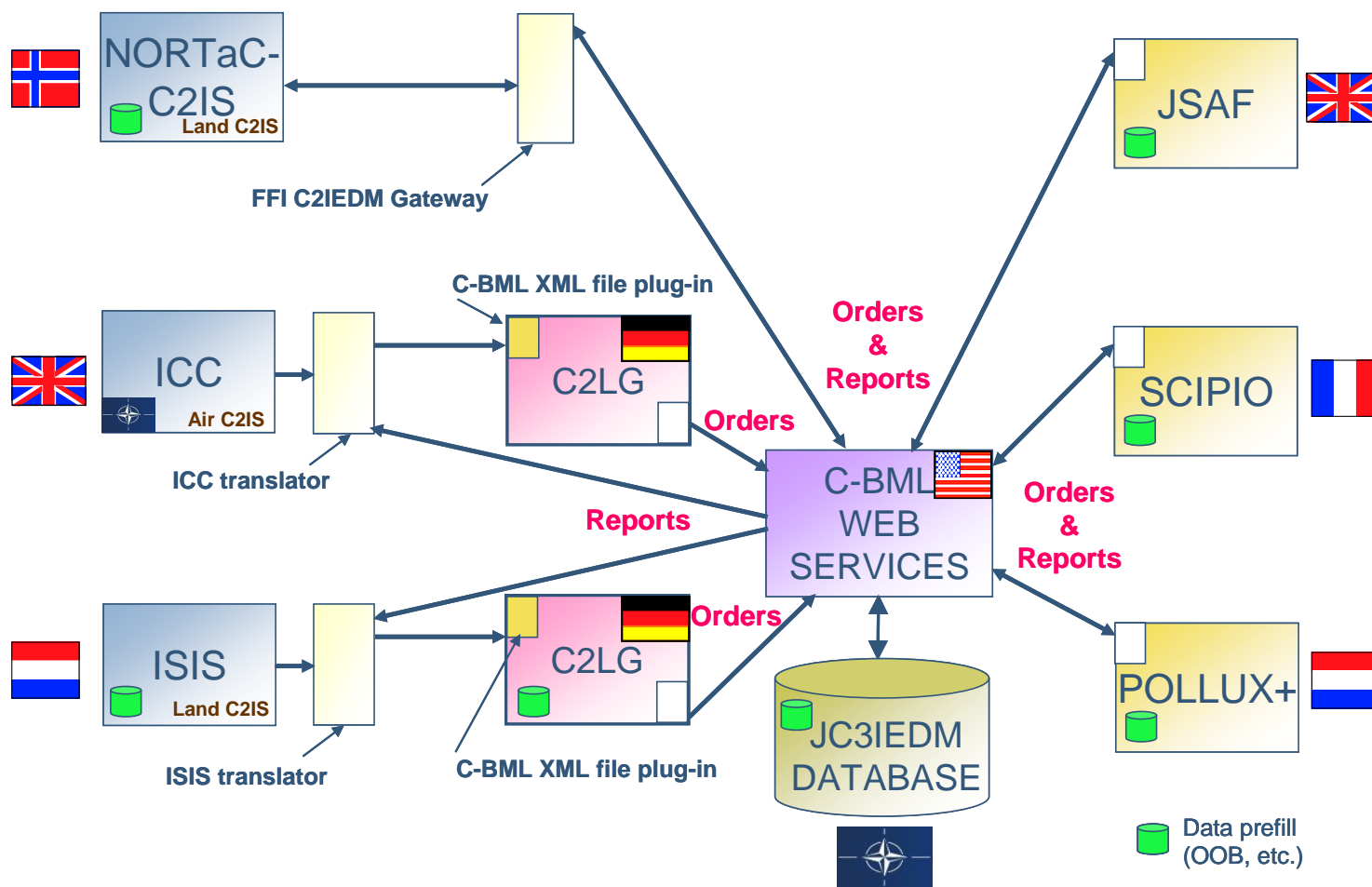
MSG 048 - 2007 Experiment Lessons learned

- It requires significant effort from participating Nations to bring, adapt, integrate systems together in a short period of time
 - Internet implementation made this task possible and has given Nations the capability to test before integration and to be more effective
 - Simulations used were augmented to behave as automated as possible
- In principle all Nations are now technically able to share the same information
- Military SME involvement from Nations is key in the development of consistent scenarios, shared understanding of doctrine and military terminology

MSG 048 - 2008 Experiment Objectives

- Demonstrate bi-directional C2-Sim interoperability
8 systems/components (from 6 different Nations)
Parallel work enabled by IBML WS and JBML Order
- Improvements/progress since 2007
 - Automated generation of situation reports (spot and ground truth) from simulations using IBML reports
 - Display reports in C2IS that enabled the commander to create new orders or FRAGO as required
 - Reduction of “man-in-the-loop”; the C2IS interface being able to translate orders according to the C-BML grammar
 - Introduction of air operations that proves multiple domains JBML capabilities

MSG 048 - 2008 Experiment Architecture



MSG 048 - 2008 Experiment Lessons learned

- Time Management
 - C2IS displays a variety of status with different time-stamps
 - There is a time delay in availability of information
 - Define expected performance of the web services
- Reporting frequency
 - Is strongly linked with simulation speed
 - Could overload C2IS
 - Report filtering: publish and subscribe mechanism for units and sender
- Simulation initialization process should be included
 - Create a specification on how the simulation uses the WS

MSG 048 – 2006 ... 2009

- Define Program of Work
- Develop substantiation of requirements
- Liaise with SISO C-BML PDG
- Learn from common experiments
- Refine C-BML specifications
- Identify and overcome stumbling blocks
- Advertise C-BML
- Enlarge community of interest
- Improve knowledge and guide future works
- Develop a vision addressed by MSG-085

MSG-048: working to make BML a reality

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